

# Tale Cards

*Environment*

*Persona*

*Major Arcana*

*Minor Arcana - Court Cards*

*Minutiae*

*Misericord(e)*

*Minor Arcana - Ace through 10*

# Layout 1: THE ARGUMENT

***Person 1 and***

*Personae*

***Person 2***

*Personae*

***Disagree  
about***

*Any Card*

***The Guildsmember  
can take action  
because of...***

*Environment or  
Minutiae*

***.... might be a  
problem***

*Any Card*

***....might just  
help***

*Any Card*

# Layout 2: THE QUEST

***This Person***

*Personae*

***Wants or Needs  
this.....***

*Personae or  
Minutiae*

***So that they can...***

*Any Card*

***This prevents  
them***

*Any Card*

***The Guildsmember  
can take action  
because of...***

*Any Card*

***But this presents  
grave danger***

*Any Card*

# LAYOUT 3: THE RIVALRY

***Person 1 and***

*Personae*

***Person 2  
(or Guildsmember  
with this...)***

*Personae or  
Minutiae*

***Both want this...***

*Any Card*

***And fear this...***

*Any Card*

***The Guildsmember  
can take action  
because of...***

*Environment or  
Minutiae*

***But this is  
risked***

*Any Card*

# Layout 4: THE INTRIGUE

**Person 1**

*Personae*

**Wants to surpass  
Person 2**

*Personae*

**By affecting  
this...**

*Any Card*

**The Guildsmember  
can take action  
because of...**

*Any Card*

**Person 3 may  
find out**

*Personae*

**And this may  
be lost or  
harmed**

*Any Card*

# Layout 5: THE RESCUE

***This Person  
(or object)***

*Personae or  
Minutiae*

***Is Captured or  
in Danger  
because...***

*Any Card*

***The Guildsmember  
can take action  
because of...***

*Any Card*

***But faces this  
threat...***

*Any Card*

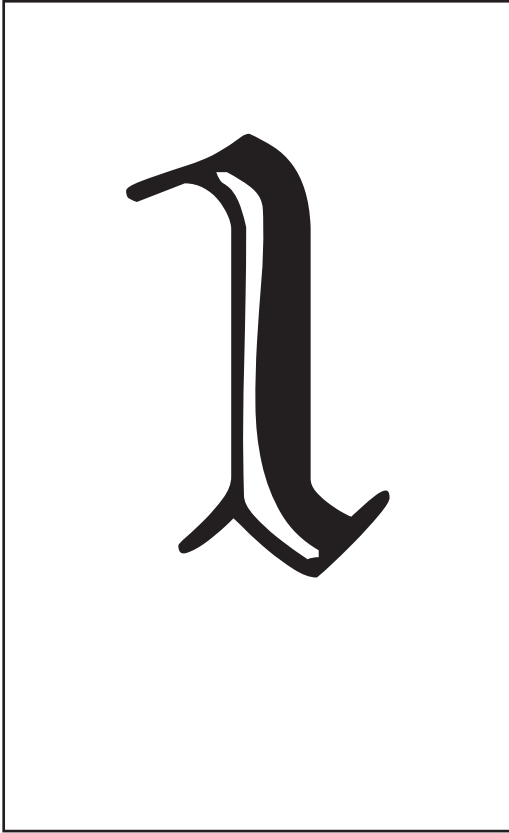
***This may help***

*Any Card*

***But may lose...***

*Any Card*

# Turning Point Layout



*Unexpected News*



*A Setback*



*Glimmer of Hope*